WEST Search History

09/887412

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Hide? Set Name Query			Hit Count		
DB=USPT; PLUR=YES; OP=OR					
	L20	L17 and volume and grid	2		
	L19	L17 and texture and grid	0		
	L18	L17 and texture and grid and detail	0		
	L17	hair same simulat\$3 and 345/\$.ccls.	30		
	L16	volume same texture same grid same surface and detail	7		
匚	L15	simulat\$3 same (hair or fur) same grid same texture and detail and 14	0		
	L14	simulat\$3 same (hair or fur) same grid same texture and detail and 110	0		
	L13	simulat\$3 same (hair or fur) same grid same texture and detail and 11	0		
	DB=PG	SPB,USPT; PLUR=YES; OP=OR			
	L12	simulat\$3 same (hair or fur) same grid same texture and detail	1		
	L11	345/589.ccls.	818		
	L10	345/583.ccls.	24		
	L9	345/582.ccls.	544		
	L8	345/581.ccls.	405		
	L7	345/442.ccls.	302		
	L6	345/441.ccls.	698		
	L5	345/428.ccls.	416		
	L4	345/427.ccls.	581		
	L3	345/423.ccls.	340		
	L2	345/421.ccls.	345		
	L1	345/420.ccls.	632		

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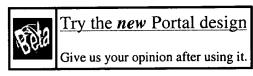
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	DB=US	SPT,USOC,EPAB,JPAB,DWPI; PLUR=YES; OP=OR		
	L3	L2 and texture and grid and surface same detail	2	
	L2	hair same simulat\$3	1610	
	L1	simulat\$3 same hair same texture same grid and surface same detail	1	

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Search Results

Search Results for: [(simulating hair and texture and grid) AND (surface and detail)]

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Results 1 - 3 of 3 short listing

1 Heads, faces, hair: A practical model for hair mutual interactions Johnny T. Chang, Jingyi Jin, Yizhou Yu

80%

Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation July 2002

Hair exhibits strong anisotropic dynamic properties which demand distinct dynamic models for single strands and hair-hair interactions. While a single strand can be modeled as a multibody open chain expressed in generalized coordinates, modeling hair-hair interactions is a more difficult problem. A dynamic model for this purpose is proposed based on a sparse set of guide strands. Long range connections among the strands are modeled as breakable static links formulated as nonreversible positional ...

2 Session P3: volume visualization I: Interactive translucent volume rendering and procedural modeling

77%

Joe Kniss , Simon Premoze , Charles Hansen , David Ebert

Proceedings of the conference on Visualization '02 October 2002

Direct volume rendering is a commonly used technique in visualization applications. Many of these applications require sophisticated shading models to capture subtle lighting effects and characteristics of volumetric data and materials. Many common objects and natural phenomena exhibit visual quality that cannot be captured using simple lighting models or cannot be solved at interactive rates using more sophisticated methods. We present a simple yet effective interactive shading model which capt ...

3 Interactive multiresolution hair modeling and editing

77%

Tae-Yong Kim , Ulrich Neumann

ACM Transactions on Graphics (TOG), Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3

Human hair modeling is a difficult task. This paper presents a constructive hair modeling system with which users can sculpt a wide variety of hairstyles. Our

Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

Results 1 - 3 of 3 short listing

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Search - By Author - Basic - Advanced Member Services - Join IEEE - Establish IEEE Web Account	1 Visualizing 3D velocity fields near contour surfaces Max, N.; Crawfis, R.; Grant, C.; Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17- Oct. 1994 Pages: 248 - 255, CP28 [Abstract] [PDF Full-Text (900 KB)] IEEE CNF
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